Welcome back, we hope the first week of classes is going well for you!

IGM Academic Advising.....

Did you enter RIT this fall semester? Schedule your First Year Advising Meeting!

All students who entered into RIT this year are required to attend a meeting with their advisor during fall semester. The goal of this meeting is to start building the advisor advisee relationship and provide information regarding important resources. Incoming students can schedule this meeting via Starfish Connect. It is imperative that incoming students attend this meeting as there is a hold on all incoming student accounts that will prevent them from enrolling in spring semester classes. This hold can only be removed by attending this meeting with your academic advisor. Please e-mail your advisor if you have any questions.

New Walk in Advising Hours for Fall Semester

Our walk in hours for fall have changed! You can see an advisor during the following times:

Mondays: 1pm – 3pm
Tuesdays: 2pm – 4pm
Wednesdays: 1pm – 3pm
Thursdays: 2pm – 4pm
Fridays: 10am – 12pm

New Process for Scheduling Appointments with your Advisor

All students can now schedule appointments with their advisor using Starfish Connect. To access Starfish Connect, log in to SIS or MyCourses and click the symbol:.

Then, click “My Success Network”, then “Schedule Appointment” link under your advisor’s name. You can sign up for an available time that works for you!

*Keep in mind that you can only schedule an appointment with your specific advisor.
**Game Design & Development:**

Last names A-K: Amanda Scheerbaum (absrla@rit.edu)

Last names L-Z: Kathleen Schreier (kmsrla@rit.edu)

**New Media Interactive Development:**

All NMID students who entered in 2013 and beyond: Betty Hillman (echics@rit.edu)

Students who entered in Fall 2012 and prior, last names A-K: Amanda Scheerbaum (absrla@rit.edu)

Students who entered in Fall 2012 and prior, last names L-Z: Kathleen Schreier (kmsrla@rit.edu)

**Professor Tony Jefferson is now the IGM Undergraduate Coordinator**

Professor Jefferson took on the role of the IGM Undergraduate Coordinator this summer, a role previously filled by Professor David Schwartz. Professor Jefferson will now be the go-to person for independent study and co-op approvals and undergraduate curriculum questions. Welcome, Tony!

**Opportunities….**

**eSports**

With the rise of collegiate eSports, RIT is RIGHT THERE with the best. The School of Interactive Games and Media embraced the 2014 award of the "geekiest college" from ThinkGeek as a badge of honor. In collaboration with RIT - B. Thomas Golisano College of Computing and Information Sciences, Electronic Gaming Society at RIT, and RIT Intramurals we have initiated our first formal eSports league this fall for Heroes of the Storm!

New players and casual groups of friends are encouraged to sign up as this is a good way to socialize with other gamers and just have fun! Sign ups are open today!  http://tinyurl.com/zzl77zz

IMLeagues
GDC 2017 – Applications are Coming

Once again, IGM will be sponsoring undergraduate and graduate students to attend the Game Developers Conference (GDC) from Tuesday, February 28th - Friday, March 3rd. Applications will be available in mid-September.

Mock Interview Day, Friday 9/23 to prepare for Career Day

FIRST COME, FIRST SERVE BASIS SO SIGN UP EARLY!!!

MOCK INTERVIEW DAY is Friday, September 23, 2016 from 9:00 – 4:00 pm. YOU MUST SIGN UP TO PARTICIPATE!

REGISTRATION NOW OPEN!

Here is how to Sign-Up! (Limited spots- first come first serve basis)

1. Sign into JobZone: http://www.rit.edu/emcs/oce/student-home
2. Upload current resume under Documents tab (this is the resume interviewers will receive).
3. Select the Jobs tab/RIT JobZone Jobs and search for ‘Mock Interviews’
4. BE SURE to select the FULLTIME/CO-OP Mock Interview - Undergraduate Students in Computing
5. Select Apply

The DEADLINE to apply is Monday, September 19th!

Questions? Please call the Career Services Office at 585-475-2301. Thanks!

Opportunity at Microsoft

https://careers.microsoft.com/students/explore
Coming to RIT next week!

Tuesday, Sept 6th 11-2pm  Table in the GOL-atrium
Tuesday, Sept 6th 5pm  Information Session and panel in Carlson-1125
Tuesday, Sept 6th 8pm  Mix & Mingle in GOL-atrium
Wednesday, Sept 7th 1pm  Technical Interviewing Prep Session

Lobby Table

**Sept 12th | Golisano Lobby, Bldg. 70, Atrium | 11:00am- 2:00pm**
Calling all Engineering and CS Students! Come chat with the Microsoft Recruiter and RIT alumni! They will be available to network and answer all of your burning questions about what it’s like to work in the Tech Industry!

**Meet Microsoft!**

**Sept 13th | Carlson Center, Bldg. 76-1125 | 6:30 pm**
Want to know what’s new at Microsoft and where YOU could have an opportunity? Come join the Microsoft Recruiter and RIT alumni to hear about their projects and experiences! FREE FOOD!

**How to Ace Your Tech Interviews!**

**Sept 14th | Golisano, Bldg. 70-1400 | 6:30pm**
Want to know what an industry expert looks for on a resume and how to catch the eye of technical recruiters? Come learn how to build the resume and interview skills that could land you your dream job! FREE FOOD!

**Resume/ Donut Exchange**

**Sept 15th | Golisano, Bldg. 70, Atrium | 10:00am-12:00pm**
Come meet with Microsoft reps to drop off your resume in exchange for a donut. Also, get any questions answered about the current tech industry and Microsoft!

College Code Competition

Sept 15th | Golisano, Bldg. 70-2400 | 6:30-9:00pm

Come @ 6:30 for set up and the competition will begin @ 7pm. Free food for participants! Bring your laptop, charger, and up to two friends for your chance to win a $150 gift card or other great prizes. No Purchase Necessary. Open only to students 18+. For Official Rules and a full list of events, see MSFT3C.com.

News from MAGIC Spell Studios LLC at RIT

At 12:00 PM EST on Wednesday, August 31 after almost a year and a half of development, including pre and post production, went live on Xbox, Steam and Humble with our most ambitious title, Hack, Slash & Backstab! Most of the work on this game was completed in Professor Andy Phelps’ 2015 fall semester production studio course. RIT is the first university to publish to the Xbox platform.

We hope that you will purchase the game for $4.99. IF we recoup the money we have invested in this game, any profit will be reinvested into the studio to fund further development projects. The goal of publishing this game has never been about generating a profit, but rather learning about the production and publication process from start to finish. Links to purchase the game are available here: http://magic.rit.edu/studios/hsb/

And if you like it, will you please help us spread the word about the exciting work that is happening at YOUR university?

@RITMAGIC
#bewaretheknife
#RIT

We are so excited to finally get this out and in the hands of “friends”. If you have any questions about the game, please contact MAGIC Spell Studios’ CCO, Jenn Hinton at jenn@magic.rit.edu

MAGIC Speaker Series
Our speaker series will resume this year on September 16 at 1:00PM and will feature our good friends from a Troy, New York studio, Vicarious Visions! Clive Burdon will be talking specifically about the role of a producer and the production process (are you sensing a theme yet)? More information here: https://www.facebook.com/events/672339546263188/ Again, please encourage your students to join us for this talk AND a reception that we will be hosting the evening before from 5:00-6:30PM. Both events will take place in Student Innovation Hall. Vicarious Visions’ visit to RIT is co-sponsored by the School of Interactive Games and Media, Women in Computing and the Office of Career Services and Cooperative Education.

Hackathon – 9/17

On September 17, we will unite for the 7th time, technologists, entrepreneurs, makers, developers, designers and other citizens in celebrating our Software Freedom with a hackathon. Please join us! https://www.eventbrite.com/e/7th-annual-software-freedom-day-rochester-2016-tickets-27201333922

Room Reservations

All IGM students or student groups/clubs must go through Jill Bray to make a room reservation. In GCCIS, please do not go through the Dean’s Office. Jill can be reached at jcbics@rit.edu or Room 2161.

Social Media

Please remember to stay in touch with the latest and greatest School news

· Facebook: School of Interactive Games and Media
· Twitter: @IGMRIT
· Foursquare: School of Interactive Games and Media
· There are also 2 student created and moderated discussion groups: Game Design and Development and New Media Interactive Development on Facebook
· IGM Student Wiki: https://wiki.rit.edu/display/IGMguide/Home

Key Players in IGM

Jessica Bayliss – Associate Director
Jill Bray – Administrative Assistant to the Director
Betty Hillman – Academic Advisor
Ed Huyer – Lab Manager
Tony Jefferson – Undergraduate Program Coordinator
Beth Livecchi – Operations Manager
Amanda Scheerbaum – Sr. Academic Advisor
Kathleen Schreier Rudgers – Sr. Academic Advisor
David Schwartz – Director
Shameelah Thomas – Sr. Staff Assistant
Ann Warren – Lab Manager
Chad Weeden – Assistant Director

Office of Career Services and Cooperative Education Contacts
www.rit.edu/co-op/careers
Annette Stewart, aksoce@rit.edu, 585-475-5466
Lisa Monette, lamoce@rit.edu, 585-475-7413

Feedback Welcomed
Your constructive feedback is always welcomed! Please feel free to respond to this email with any questions or concerns.